

**METHOD AND SYSTEM FOR DECODER CLOCK CONTROL
IN PRESENCE OF JITTER**

ABSTRACT OF THE DISCLOSURE

5 In a non-isochronous network, jitter in received multimedia streams is accounted for by adjusting the decoder clock according to how full the receive buffer is. When the buffer appears to be filling up, the decoder clock is sped up, and when the buffer is perceived to be emptying, the decoder clock is slowed down, avoiding the respective artifacts of frame dropping and freeze framing.